

Two Channels Only

How much can YOU do by using only TWO CHANNELS of your favourite chip hardware / software?

Rules:

- You can only use a maximum of two channels of your favourite hardware or software.
- You can use more than one chip-related piece of hardware or software; however, you can only use a maximum of two channels (ie. either two channels on one device, or one channel per device using two devices).
- Effects are okay, but no overdubbing which results in the equivalent of more than two channels being used at any one time.

Artwork

- Many thanks to Sparkyboy for making the artwork.

Release

- Many thanks to CalmDownKidder R cords for hosting and releasing this compilation.

Disc 1

1. **The J. Arthur Keenes Band:** Orphanage
Nintendo Game Boy PU1 and PU2 channels using LSDJ
1. **little-scale:** Post-Apology Nation
Sega Mega Drive CH1 and CH2 via MIDI using Ableton Live
1. **10k:** MPDJ
Nintendo Game Boy WAV and NOI channels using LSDJ (Mario Paint Kits)
1. **Astro Zombies:** Y2K
Nintendo Game Boy PU1 and PU2 channels using LSDJ
1. **Emar:** Modus Operandi
Nintendo Game Boy PU1 and PU2 channels using LSDJ
1. **Vintaque:** Manhattan dynamite
Commodore 64 using Cybertracker
1. **Sybi0t:** Cobra Attack Squad
Nintendo Game Boy PU1 and WAV channels using LSDJ
1. **Joedouken!:** 2ChanLifspan
Nintendo Game Boy PU1 and PU2 channels using LSDJ
1. **Lazerbeat:** Telegraph
Nintendo Game Boy WAV and NOI channels using LSDJ
1. **TristEndo:** Space Dust Inhalation Theory
Square and Triangle Channels in FamiTracker
1. **8GB:** Galway Funk
Nintendo Game Boy PU1 and WAV channels using LSDJ
1. **White Circuit:** The Drone
Nintendo Game Boy PU1 and WAV channels using LSDJ
1. **TurboDaze:** Whack Attack
Nintendo Game Boy PU1 and NOI channels using LSDJ
1. **Jellica:** Shortwobble1
Nintendo Game Boy PU2 and WAV channels using LSDJ
1. **Nestroyer:** Strangers
Triangle and Square wave channels from the Magical 8bit Plugin in FLStudio
1. **Subway Sonicbeat:** 2 Tones
Nintendo Game Boy WAV and NOI channels using LSDJ
1. **SMES:** Neko
Emulated Nintendo Game Boy PU1 and NOI channels using LSDJ

Disc 2

1. **Arms Akimbo:** Treehouse
Nintendo Game Boy PU1 and WAV channels using LSDJ
2. **Buskerdroid:** Mutoid Bit
The WAV channel from two Nintendo Game Boys using LSDJ
3. **Unicorn Dream Attack:** Alabaster and Tears
Nintendo Game Boy WAV channel using LSDJ and Vcoded Moog Mono-Synth
4. **Secret Lab:** Reminiscences
The WAV channel from two Nintendo Game Boys using LSDJ
5. **Flashbob:** Why Chiptune Sucks in 26'
Atari 2600 Music Sequencer Kit
6. **Micro Knight:** Jupiters
Nintendo Game Boy PU1 and PU2 channels using LSDJ
7. **Random:** Double Espresso
Two channels in Milkytracker using a snare sample, a kick sample and a squarewave sample
8. **Infradead:** sClick2
The S channel from two Nintendo Game Boys using Nanoloop 1.3
9. **failotron:** 2channelproductions
Nintendo Game Boy PU1 and WAV channels using LSDJ
10. **Sparkyboy:** History
Nintendo Game Boy PU2 and NOI channels using LSDJ
11. **TRASHAPPY!:** BRB, BRKDWN TYM
Both Square Channels in FamiTracker
12. **Varia Vaku:** The Journey of Squarrel
Two Square wave channels from the Magical 8bit Plugin in Samplitude 9
13. **Flegmatical:** Flying Laser Sharks
Nintendo Game Boy Advance PU1 and WAV channels using LSDJ
14. **L-Tron:** RocketShoe
Nintendo Game Boy PU2 and WAV channels using LSDJ
15. **Environmental Sound Collapse:** 97 Minutes
Nintendo Game Boy S and R channels using Nanoloop 1.3
16. **Fluxxin:** Donkey Lasher
Nintendo Game Boy WAV and NOI channels using LSDJ